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Lane, London WC2A 1SD(51) INT CL⁴
G07F 17/34(52) Domestic classification (Edition I)
G4V 118 AA
U1S 1174 G4V

(56) Documents cited

GB A 2161009 GB A 2148037
GB A 2161008 GB A 2147442
GB A 2152252 GB A 2114347

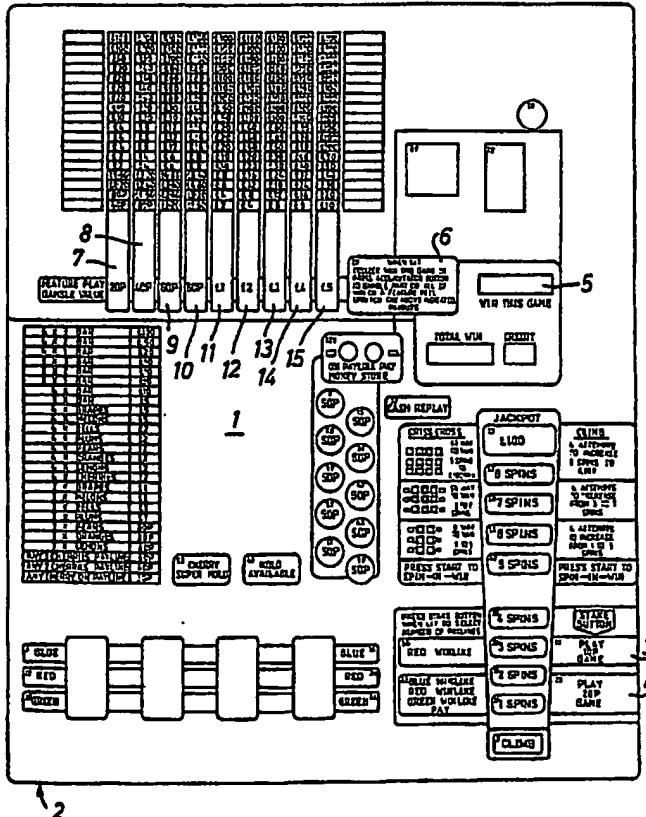
(58) Field of search

G4V
Selected US specifications from IPC sub-classes G07F
A63F

(54) Amusement with prizes machine

(57) An amusement-with-prizes machine 2 which is coin- or token-free, there being a slot (not shown) on a fascia 1 for receipt of a coin or token to start a game, and various buttons to select different features such as a "10p" game button 3 and a "20p" game button 4.

The machine 2 includes means to apportion a prize into a first portion and a second portion and means to increment or decrement at least part of one of the portions of the prize whereby a second prize may be obtained.



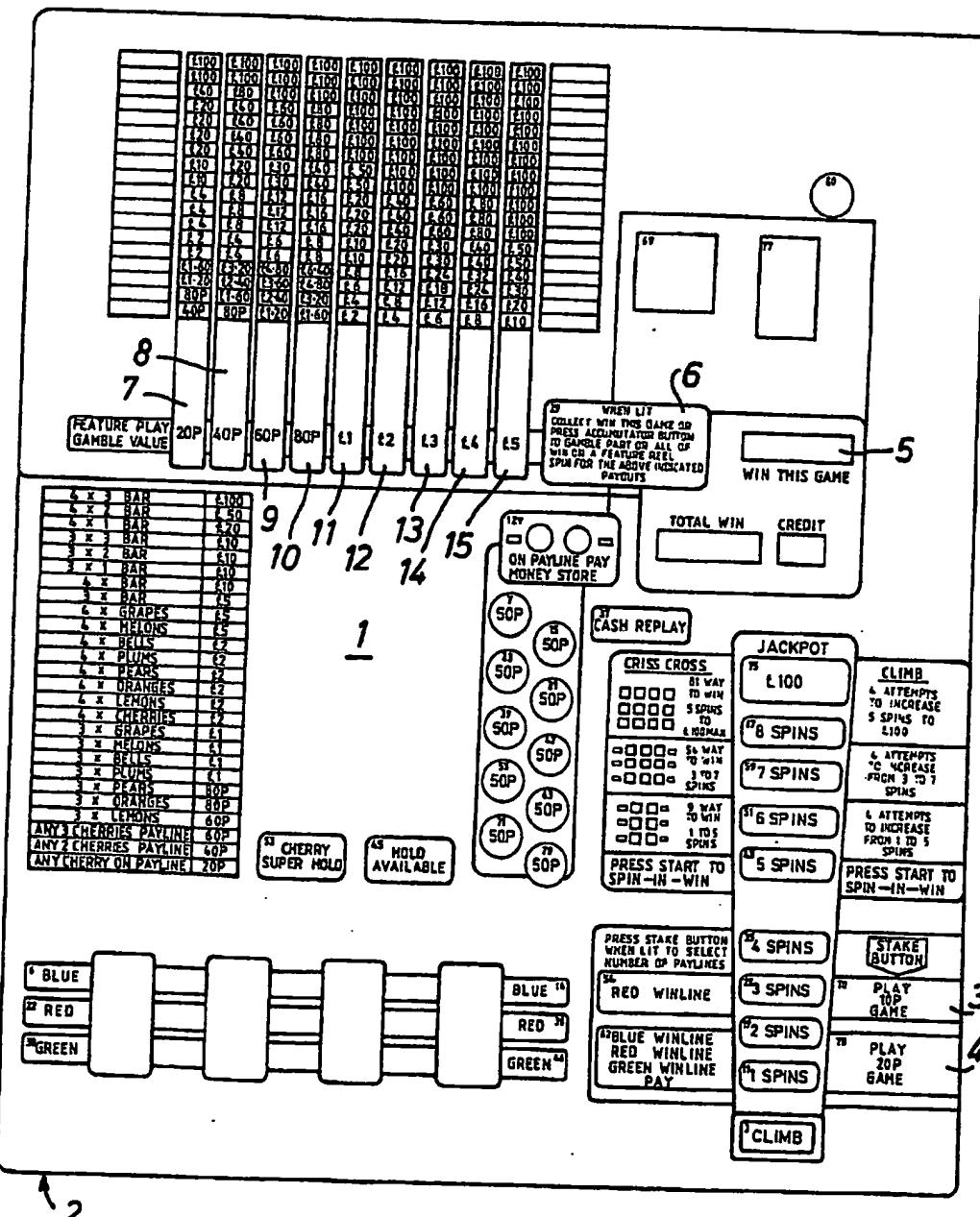
The drawings originally filed were informal and the print here reproduced is taken from a later filed formal copy.
The claims were filed later than the filing date within the period prescribed by Rule 25(1) of the Patents Rules 1982.

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SPECIFICATION**Amusement with prizes machines**

5 The invention relates to coin - or token - freed amusement with prizes machines, such as fruit machines.

According to the invention there is provided an amusement with prizes machine which is coin - or token - freed, including means to determine a prize, 10 means to apportion the prize into a first portion and a second portion, and means to increment or decrement at least part of one of said portions of the prize whereby a second prize may be obtained.

Using the invention it is therefore possible to provide effectively a multi-start game using a single initial coin or token.

The machine may include means whereby when a jackpot is attained on operation of the means to increment or decrement the portion of the prize, said 20 jackpot is automatically paid out.

The means to increment or decrement the at least part of one of said portions may be adapted to increment the whole of said one portion in a single additional game.

25 There may be means whereby, when said one portion is decremented to zero, the other portion may be incremented or decremented.

Alternatively, there may be means whereby the other portion is paid out.

30 An amusement with prizes machine embodying the invention is hereinafter described, by way of example with reference to the accompanying drawing, which shows a schematic layout of the fascia of one machine according to the invention.

35 Referring to the drawing there is shown a fascia 1 of an amusement¹ with-prizes machine 2 which is coin - or token - freed, there being a slot (not shown) for receipt of a coin or token to start a game, and various buttons to select different features such as a

40 "10p" game button 3 and a "20p" game button 4.

The machine 2 includes means to apportion a prize into a first portion and a second portion and means to increment or decrement at least part of one of the portions of the prize whereby a second prize may be obtained.

45 Thus on insertion of a coin or token, say a 20p coin, in the slot and pressing one of the buttons 3 or 4 and playing a game, if say a £10 prize is achieved, this is shown in the panel 5, and the panel 6 is illuminated to 50 show that the win can be collected *in toto*, or part can be gambled by pressing an accumulator button of the buttons 7-15. Thus if £5 is to be gambled the button 15 is pressed. If all of the part gambled is decremented (lost) the remaining portion can either be

55 gambled, or collected by pressing an appropriate button 7-15. On the other hand, if the gambled part of the prize is incremented (a win) then this appears in the panel 5, and part of this win can be used as before for trying to increment (or decrement) that part of the

60 prize of the second game. Thus several games, or a multi-start, game can be played for an initial stake. When a pre-determined prize limit is achieved, or the player wishes to collect, he can do so by pressing a button to pay out his accumulated prizes, and the

65 game is over. Alternatively, if the prizes are lost, the

game is over too.

The machine may have usual physical reels, or may have a video screen on which the reels appear.

70 CLAIMS

1. An amusement with prizes machine which is coin - or token¹ freed, comprising means to determine a prize, means to apportion the prize into a first portion and a second portion, and means to increment or decrement at least part of one of said portions of the prize whereby a second prize may be obtained.

2. A machine according to Claim 1, comprising 80 means whereby when a jackpot is attained on operation of the means to increment or decrement the portion of the prize, said jackpot is automatically paid out.

3. A machine according to Claim 1 or Claim 2, the 85 means to increment or decrement the at least part of one of said portions being adapted to increment the whole of said one portion in a single additional game.

4. A machine according to any preceding claim, 90 including means whereby, when said one portion is decremented to zero, the other portion is incremented or decremented.

5. A machine according to any of Claims 1 to 4, including means whereby the other portion is paid 95 out when said one portion is incremented or decremented.

6. An amusement with prizes machine which is coin - or token¹ freed, substantially as hereinbefore described with reference to the accompanying drawings.

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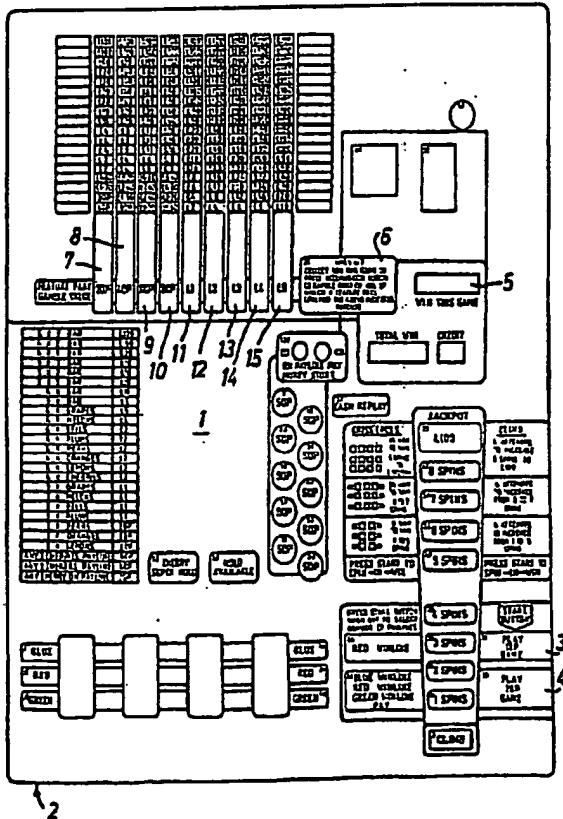
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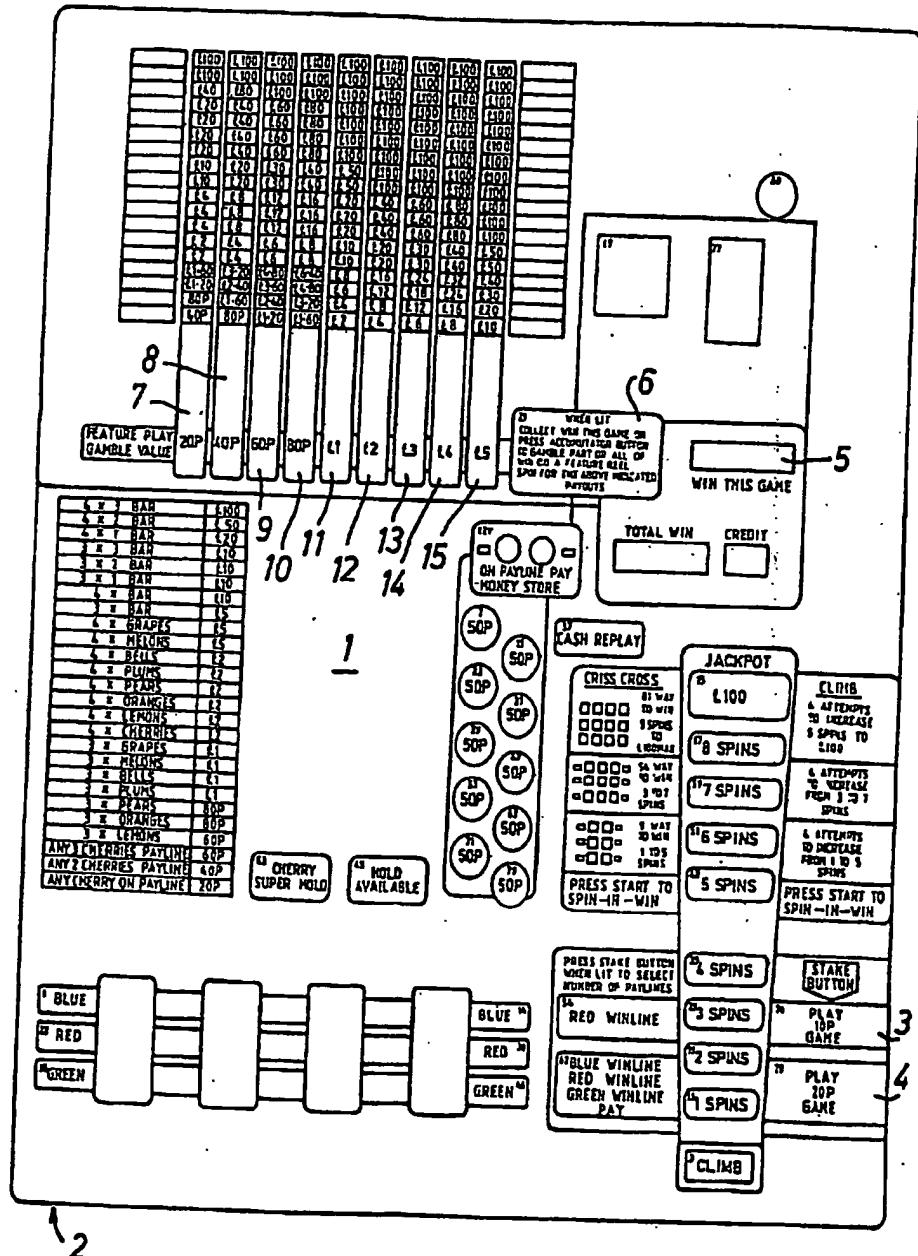
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